This is a real rough/bad example of how I THINK it works; I'm looking at it on my break, have never used it before, and am not sure if you can stick string class into Console_Input. However, implementing the tokenizer should be at least SOMEWHAT similar to this:

```
Tokenizer TokenString = new Tokenizer();
TokenString = "Cool Story Bro";
Console_Input(TokenString[3]);
```

If it works you should see "BRO" as an unknown command popup in pink text.